

## **Programming 2**

### **Tutorial and Practical 10**

*This week's tutorial and practical sessions are about understanding how to model a GUI application within the Model-View-Controller framework.*

#### **Tutorial Session**

This week's tutorial session is a review of all of the topics on developing GUIs, taking into consideration cohesion, coupling and its impact on software quality.

#### **Practical Session**

This week's exercise is related to Assignment 2. You are required to create a simple GUI that uses two methods from the model (a sample solution is provided on blackboard but you should aim to use your own model created in assignment 1b). The operations can be performed with hardcoded parameters, i.e. you don't need to create UI component/s to enter in the parameters. Both operations should be invoked by the user clicking one of two buttons and the information from the return value of the operations should be displayed in two different UI components (e.g. label, text area, dialog box etc.).

Additional Info:

- you don't need to create a complex/sophisticated user interface – this exercise is not about UI, rather, we want to test your understanding of MVC approach (i.e. your design must follow the MVC approach covered in this week's tutorial and a previous lecture/workshop).
- your model, view, and controller components should be separated into different packages
- you should link your MVC components either through the associated constructors, or by using the 'singleton' approach (refer to last week's workshop that can be accessed from Lectopia link for the demonstration of these approaches).